EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Defau It Operat or	Plurals	Time Stamp
L36	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and protocol) and (("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel) and (medica\$4 or organ or blood or tissue or ct or mri or xray or "x-ray") and ((view or viewpoint or (view near poiont)) same (project\$4 or screen or display) with (pixel)).clm.	USPAT; UPAD	OR	ON	2010/11/17 09:59
L37	0	(((pluralit\$4 or various\$4 or differen\$4 or many) near (algorithm or method)) with ray with volum\$4).clm.	USPAT; UPAD	OR	ON	2010/11/17 09:59
L40	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with reducting with (algorithm or method or process\$4))) and (("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray).clm.	USPAT; UPAD	OR	ON	2010/11/17 11:24
L41	0	(((contribut\$4) with pixel) same voxel) same (ray with (travers\$4 or cast\$4 or trac\$4)) same (volum\$4 with render\$4).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:35
L44	0	(jump54 with (forward or backward)) and ((fray with (travers4 or cast54 or trac54)) and ((select54 or choose or chosen or decide or determin54 or pick54) with (reduct54 or display54 or matte64 or general54) with (algorithm or paramete64 or process54)) and (("3D" or ((three or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and (("5D" or ((three or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and ("5D" or ((three or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and ("5D" or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and ("5D" or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and ("5D" or "3") near dimension54) or "3"-D") same (volum54 or voxel)) and ("5D" or "3") near dimension54) or "3"-D" o	USPAT; UPAD	OR	ON	2010/11/17 13:37
L45	0	(jump\$4 with (forward or backward) with ray) and ((fray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4) or choose or chosen or decide or determin\$4 or pick\$54) with (rendcr\$4 or biolspi\$4) or areafer\$6 or generat\$4 with (algorithm or parameter\$6 or process\$4))) and (("31)" or ((three or "2") near dimension\$4) or "3-1)" same (volum\$4 or voxe)) and (("ostin\$64) or direction\$64 or step\$5) with ray), clim	USPAT; UPAD	OR	ON	2010/11/17 13:37
L46	0	(step with direct54) and (jump\$4 with (forward or backward) with ray) and ((fray with (iraver\$4) or cast\$54) or and (select\$54 or choose or chosen or decide or determin\$45 or pick\$4) with (algorithm or parameter\$4 or proces\$4)) and ("\$20" or ((three or "3") near dimension\$4) or "\$-10") same (volum\$4 or voxel)) and (position\$4 or direction\$54 or step\$54) with ray)). Chro	USPAT; UPAD	OR	ON	2010/11/17 13:38
L47	0	(step with size) and (jump\$4 with (forward or backward) with my) and ((fray with furaver\$4) or cast\$5 or ma\$54) and (fselect\$5 or choose or chosen or decide or determin\$54 or pick\$4) with fullyorithm or parameter\$4 or proces\$5/ju and ("52)" or ((three or "3") near dimension\$4) or "3-10") same (volum\$5 or voxel)) and ((position\$4 or direction\$54 or step\$5) with my), class	USPAT; UPAD	OR	ON	2010/11/17 13:38
L48	0	(((sep with size) same ray) and (jump\$4 with (forward or backward) with ray) and (((rag with (traver\$4 or ex\$40 or rac\$54) and ((sebex\$45 or choose or chosen or decide or determin\$54 or pick\$54) with (algorithm or parameter\$4 or proces\$54))) and (("51)* or (((three or "3") near dimension\$4) or "3-10") same ((volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$54) with ray), clar	USPAT; UPAD	OR	ON	2010/11/17 13:38
L49	0	((switch54 or chang54 or alter54 or manipuls54) with featur54 with detect54) and ((step with step same nya) and (jumg54 with (forward or backward) with nya) and ((fary with (fraver54 or can554 or trac54)) and ((feetc45 or choose or chooten or decide or determin54 or jet54) with (flagithm or parameter54 or process54)) and ((73D* or of tetermin54 or jet54) with (flagithm or parameter54 or process54) and ((73D* or of tetermin54 or syat)) and ((73D* or of tetermin54 or syat) and (position54) or of direction54 or step54) with nya) clam	USPAT; UPAD	OR	ON	2010/11/17 13:38
L50	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with featur\$4 with detect\$4) and ((step with size) same ray) and (jumg\$4 with (corward or backward) with ray) and (((flay with (raver\$54 or cas\$4 or trac\$45))) and ((73D* or (flathere or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or supplies or "3-D") same (volum\$5 or voxel)) and ((position\$4 or direction\$4 or supplies or "3-D") same (volum\$5 or voxel)) and ((position\$4 or direction\$4 or supplies or "3-D") same (volum\$5 or voxel)) and ((position\$5 or direction\$4 or voxel)) and ((position\$4 or vox	USPAT; UPAD	OR	ON	2010/11/17 13:38
L51	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with rendering with algorithm) and ((step with size) same ray) and ((may) with (ray) and ((ray) with (ray) same (ray) and (may) or (3T) or ((three or "3") near dimension\$4) or "3.D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or same (ray)) and ((position\$4) or with ray), changes (ray).	USPAT; UPAD	OR	ON	2010/11/17 13:38
L52	10	(345/424).CCLS.	UPAD	OR	OFF	2010/11/17 13:39
L53	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and protocol) and (("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel) and (medica\$4 or organ or blood or tissue or ct or mit or xray or "x-ray") and ((vive or vivewpoint or (vive near poiont)) same (project\$4 or screen or display) with (pixel))).clm. and \$2	USPAT; UPAD	OR	ON	2010/11/17 13:39
L54	0	(((pluralit\$4 or various\$4 or differen\$4 or many) near (algorithm or method)) with ray with volum\$4).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39

EAST Search History (Interference)

		EAST Search History (Interferen	iice)			
L55	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with (render\$4 or display\$4 or raster\$4 or generat\$54) with (algorithm or parmeter\$4 or proces\$5]) and ((?3)D" (of three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and (((position\$4 or direction\$4 or step\$4) with with yay), (cm. and \$2\$ step\$4) with way), (cm. and \$2\$ step\$4) with way), (cm. and \$2\$ step\$4) with way). (cm. and \$2\$ step\$4) with way), (cm. and \$2\$ step\$4) with way), (cm. and \$2\$ step\$4) with way). (cm. and \$2\$ step\$4) with way), (cm. and \$2\$ step\$4) with way). (cm. and \$2\$ step\$4) with way (cm. and \$2\$ step\$4).	USPAT; UPAD	OR	ON	2010/11/17 13:39
L56	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with (algorithm or method or proces\$4)) and (("30" or (((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray),clm. and \$2	USPAT; UPAD	OR	ON	2010/11/17 13:39
L57	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with reducting with (algorithm or method or process\$4))) and (("3D" or ((three or "3") near dimension\$4 or "3-D") san((columb4 or vox) and ((position\$4 or direction\$4 or step\$4) with ray)).clm. and \$2	USPAT; UPAD	OR	ON	2010/11/17 13:39
L58	0	(((contribut\$4) with pixel) same voxel) same (ray with (travers\$4 or cast\$4 or trac\$4)) same (volum\$4 with render\$4).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L59	0	(((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determin\$54 or pick\$4) with (reader\$4 or display\$64 or astes\$64 or generat\$4) with (algorithm or parameter\$64 or proces\$65))) and ((731)*0" ((flore or "3") near dimension\$4) or "3-10") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray), clm, and \$2.	USPAT; UPAD	OR	ON	2010/11/17 13:39
L60	0	(((my with (traversS4 or castS4 or tracS4)) same ((selectS4 or choose or chosen or decide or determinS4 or pickS4) with (renderS4 or displayS4 or rasterS4 or generatS4) with (algorithm or parameterS4 or procesS43)) same (("31)" or ((three or "3") near dimensionS4) or "3-1)") same ((volumS4 or voxel)) same ((positionS4 or directionS4 or stepS4) with may).(Im. and S2 stepS4) with may).(Im. and S2	USPAT; UPAD	OR	ON	2010/11/17 13:40
L61	0	(jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$6 or choose or chosen or decide or determin\$4 or pick\$54) with (render\$5 or display\$4 or anser\$6 or generat\$9, with (algorithm or parameter\$4 or process\$64))) and (("31)" or ((three or "2") near dimension\$4) or "3-1)" same (volum\$4 or process\$64))) and (("31)" or ((three or "2") near dimension\$4) or "3-1)" same (volum\$4 or process\$64))).	USPAT; UPAD	OR	ON	2010/11/17 13:40
L62	0	(step with direct\$4) and (jump\$4 with (forward or backward) with ray) and (((ray with (ravers\$4) or cas\$45 or tmc\$4)) and ((select\$5 or choose or chosen or decide or determin\$4) or pick\$4) with (algorithm or parameter\$4 or proces\$4)) and (("310" or ((three or "3") near dimension\$4) or "3-10") same (volum\$4 or voxel)) and (("position\$4 or direction\$4) of step\$4) with (ray).clm. and \$50 or direction\$4 or step\$4) with ray).clm. and \$50.	USPAT; UPAD	OR	ON	2010/11/17 13:40
L63	0	(step with size) and (jump\$4 with (forward or backward) with ray) and (((ray with (rawers4) or cast\$5 or trac\$4)) and ((select\$6 or choose or chosen or decide or determin\$6 or pick\$4) with falgorithm or parameter\$6 or proces\$5)) and (("510" or ((three or "3") near dimension\$4) or "3-10") same (volum\$4 or voxel)) and ((position\$4 or direction\$6 or step\$6) with ray), left, and \$50" or direction\$6 or step\$6) with ray), left, and \$50" or direction\$6 or step\$6) with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray), left, and \$50" or direction\$6 or step\$6 with ray).	USPAT; UPAD	OR	ON	2010/11/17 13:40
L64	0	((step with size) same ray) and (jump\$4 with (forward or backward) with ray) and ((step with (rawver\$4 or cas\$4 or trac\$4)) and ((select\$4 or choose or choose or decide or determin\$4 or pick\$4) with (lagorithm or parameter\$4 or proces\$4)) and ((*510 or "510") same (volum\$4 or voxel)) and ((*501 or "510") same (volum\$4 or voxel)) and ((*501 or "510") same (volum\$4 or voxel)) and ((*501 or "510") same (volum\$4 or step\$4) with ray), lent, and \$50 or direction\$4 or step\$4) with ray), lent, and \$50 or direction\$4 or step\$4) with ray), lent, and \$50 or direction\$4.	USPAT; UPAD	OR	ON	2010/11/17 13:40
L65	0	((switch\$4 or chang\$4 or almr\$6 or manipuls\$4) with featur\$4 with detec\$4) and ((step with step same ny) and (jum;\$4 with (featured no bekward) with ny) and ((fray with (fravers\$4 or cat\$5 or trac\$5)) and ((selec\$45 or choose or choose or choose no decide or determin\$5 or (sel\$54) with (flagorithm or parameter\$6 or process\$5)) and ((73)b* or ((three or "3") near dimension\$54) or "3-1b") same (volum\$5 or voxo1) and ((position\$4 or direction\$54 or exp\$5\$) with ny), (ho. and \$52\$).	USPAT; UPAD	OR	ON	2010/11/17 13:40
L66	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$5) with featur\$4 with detec\$1) and ((step with size) same may) and ((simp\$4 with (croward or backward) with ray) and (((true) with (traver\$54 or cas\$45 or trac\$51))) and ((73)D* or ((three or *3*) near dimension\$4) or *3-D*) same ((volum\$4 or voxel)) and ((position\$4 or direction\$4 or sep\$4) with wray).cm. and \$2\$ sep\$4 with wray).cm. and \$2\$ sep\$4 with wray).cm. and \$2\$ sep\$4 with \$2\$ or \$2\$ or \$2\$ near \$2\$ or \$2\$	USPAT; UPAD	OR	ON	2010/11/17 13:41
L67	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with rendering with algorithm) and ((step with size) same ray) and ([umg\$4 with (forward of backward) with ray) and (((fray with (raver\$4 or cas\$4 or trac\$4))) and ((73)b' or ((three or "3*) near dimension\$4) or "3-D") same (volum\$4 or voxel)) and (([position\$4 or direction\$4 or step\$4) with with yol, clm. and \$5\$ step\$4) with with yol, clm. and \$5\$ or voxel).	USPAT; UPAD	OR	ON	2010/11/17 13:41

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